

Project 2 – Attendance Tracking – Mobile Client

Document Revision 1.1

Expectations

- Instructor Guidance in Class – **High**
- Independent Effort – **Moderate**
- Originality – **Low**
- Teamwork – **None**

Overview

An Event Management System (EMS) exists to help people organize and conduct meetings of all kinds. Meetings may be classes, lectures, workshops and/or social events. Events may consist of a single meeting, or of many meetings. Multiple meetings are sometimes organized into tracks. A “track” is a succession of meetings with a common theme.

An easy-to-use EMS, provided at low cost or no cost, would be of value to a variety of organizations large and small.

One aspect of such a system would be attendance tracking. This will be our focus this semester.

Scenario – the SupeAble Client

This semester students will focus on the development of an attendance tracking solution. This effort is only one part of a larger EMS solution (described above) that will be developed over the next 2 years.

The purpose of attendance tracking is ... at the barest possible minimum ... to determine the number of attendees that were present at a meeting. But beyond that, event managers may want to know the history of meeting attendance, the history of an individual attendee’s attendance, and to have some assurance that those persons reporting attendance were, in fact, present.

No solution is foolproof – but our solution should offer precautions/restrictions that are sufficient to provide event managers with confidence that the data collected by the system can be trusted. This will make our solution “suitable” for a wide variety of possible uses. We will call our attendance tracking solution SupeAble ... because SupeAble rhymes with "suitable"!

Our solution will have two parts: a mobile client used by attendees to report their attendance at an event, and an event manager panel that will allow non-technical users to create a new meeting, open / close attendance tracking meetings, and see relevant attendance information.

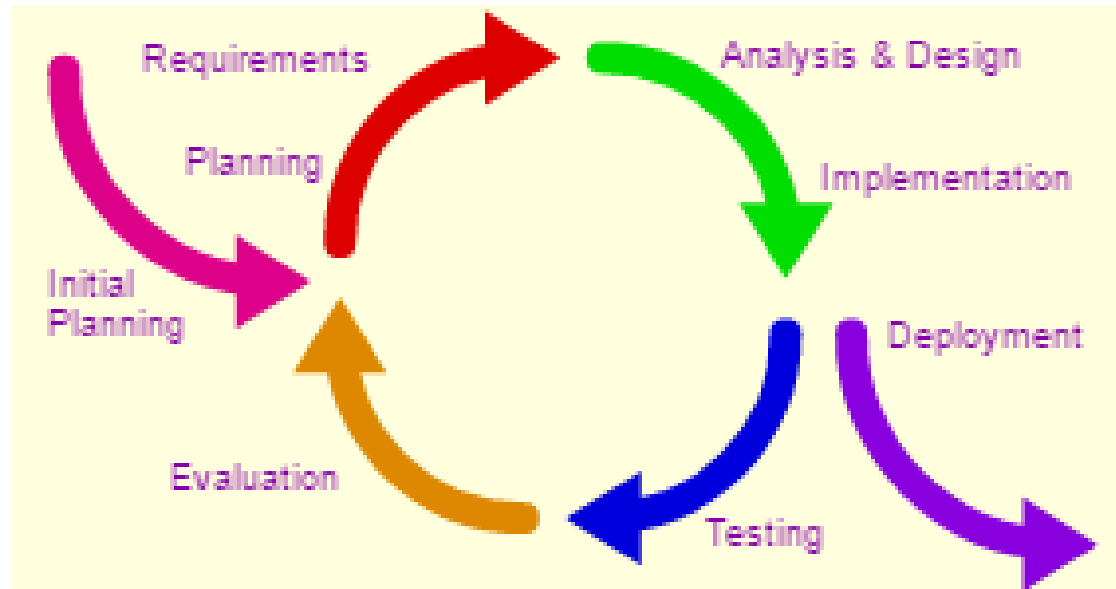
This project (project 2) will focus on the mobile client experience.

Disclaimer

This document, and the project itself, will evolve over time. That is the nature of programming and/or software development projects. Requirements are assessed, prototypes are built, the quality of the prototype is evaluated, and then the whole process repeats again and again until you have something called a “minimum viable product” (MVP). The MVP has “just enough” features to be useful.

The MVP is launched and as demand, time and budget dictate, the whole development process starts over.

This iterative process is called the “Agile Methodology” and it can be illustrated as follows:



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Instructions for Week of Monday 2/5/2024

Together as a class

A good amount of planning has already been done for you. Let's start this week's effort by looking at what has already been done.

Investigate the following items (they can be found on the MIS Community Site!)

- The UI Sketch (Discussion items are in **blue**)
- The Pseudo Code (One item is left for you to think about.)
- The Scanner "Proof of Concept" code (will only work on https sites!)
- Sample QR codes
- The Mobile Template (This is an example of SPA: Single Page Architecture.)

More Instructions

1. Download the mobile template, rename the folder to from mis3502_mobile_client_template to "supeableclient" plus your last name

For example: supeableclient_shafer

2. Upload your SupeAble client to your s3 bucket. Continue your work by making edits through the AWS Toolkit extension of VS Code.
3. Following along with the instructor to create a non-functional prototype. It should be complete enough so that a non-technical user can easily interact with it and envision what the finished product will be like.
4. At a later date, your instructor will also lead the class through the integration of the QR code scanner.

On your Own

5. Make sure that your copy of the non-functional prototype works. You should be able to navigate from one element of the interface to another. Every button click and every menu choice should direct the user to the correct visual element.
6. You are **not** expected to integrate the QR code reader. Instead use a large red button (BS4 class btn-danger) as a placeholder.
7. Update your copy of the pseudo code document. Complete the pseudo code for the "Make Account" feature.

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Turn in your work

This week's work will **not** be graded. But ... as a form of **participation** ... you should provide some updates to canvas. This way you can ensure that you are making progress towards the project's solution, and the instructor can gauge the performance of the class.

- Upload your URL to the "SupeAble URL 1" assignment.
- Upload your Pseudo Code to the "SupeAble Pseudo Code 1" assignment.

You work will **not** be graded. But **documenting your effort** in this way **counts towards your participation** in the class.

What should it look like when I am done?

- First, don't forget to do your pseudo code work (see step 7!)
- If you want an idea of what your prototype should look like, please see this short youtube video:

<https://youtu.be/9WRWHgUGAFA> (this video has no audio)